

Jin Redmond

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[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

I enjoy collaborate with others and create new products. I have a background in 3D Art as an indie game developer. Technology is growing faster than ever! Website is one of them. Thrilled to be a part of fast paced age of technology!!

TECHNICAL SKILLS

Node.js, Express, JavaScript, jQuery, React.js, GIT, Github, MongoDB, MySQL, HTML, CSS, Bootstrap, Materialize, APIs, REST, AJAX, JSON, Maya, ZBrush, Photoshop

APPLICATIONS BUILT

NBA Stats (*back End developer*) 2017

- Compare 2 NBA players stats on a chart
- Node.js, Chart.js, AJAX, MySQL, jQuery
- <https://nba-app-fun.herokuapp.com/stats.html>

Scary Film Festival (*Front End developer*) 2017

- Display gif animation with using user input on the browser
- JavaScript, jQuery, HTML5, CSS3, giphy API
- https://jinredhub.github.io/scary_film_festival

Trivia Game (*Front End developer*) 2017

- A short trivia game on the browser
- JavaScript, jQuery, HTML5, CSS3
- <https://github.com/jinredhub/TriviaGame>

AWARDS

Peace Maker Award 1999

- 1st prize in designing a poster that was held in Oregon and Washington state

EDUCATION

UC Berkeley Extension July 2017 - Jan 2018

- Certificate in Web Development – Berkeley Coding Program

Academy of Art University 2004 - 2007

- Associate of Art in 3D Modeling

RELATIVE WORK EXPERIENCE

Akademia Inc. - management work for creating phone app 2010 - 2011

- Communicate with team members to enhance the project
- Time management - completed projects before the deadline

Mechanical Butterfly Studios LLC - 3D Modeler/Texture 2007 - 2009

- Create characters and props for game
- Created 3D environment for game

LANGUAGES: Japanese. English

INTERESTS : Virtual Reality, Augmented Reality, Video Game, 3D-printer, Sushi!